

Software for Exact Integration of Polynomials over Polyhedra

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Abstract

We are interested in the fast computation of the exact value of integrals of polynomial functions over convex polyhedra. We present speed ups and extensions of the algorithms presented in previous work by some of the authors. We present a new software implementation and provide benchmark computations. The computation of integrals of polynomials over polyhedral regions has many applications; here we demonstrate our algorithmic tools solving a challenge from combinatorial voting theory.

Keywords: Exact integration, volume computation, integration of polynomials, polyhedron, valuations, polyhedral decompositions, polyhedral geometry.

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1. Introduction

Integration is a fundamental problem arising in many contexts, from engineering to algebraic geometry. For example, center of mass, moments and products of inertia about various axes are integrals used in any type of dynamic simulation or modeling such as computer games [1, 2, 3]), similarly, normalized volumes indicate the degrees of toric varieties and closely related to moment maps of symplectic manifolds [4, 5]). Integration over polyhedra is particularly useful because many domains can be approximated by polyhedra and then decomposed into convex polyhedra (e.g., a tetrahedral mesh decomposition etc.).

In this work we are interested in the exact *evaluation of integrals* over convex polyhedral regions. More precisely, let P be a d -dimensional rational convex polyhedron in \mathbb{R}^n and let $f \in \mathbb{Q}[x_1, \dots, x_n]$ be a polynomial with rational coefficients. We consider the problem of efficiently computing the *exact* value of the integral of the polynomial f over P , which we denote by $\int_P f dm$. Here we use the *integral Lebesgue measure* dm on the affine hull $\langle P \rangle$ of the polytope P . This general setting is quite useful because, when the polytope is full-dimensional, the integral Lebesgue measure coincides with the standard Riemann integral but generalizes it naturally to cases when the polytope is not full-dimensional. Another reason to compute in this setting is that the volume of P and every integral of a polynomial function with rational coefficients yields *rational numbers*. Finally this normalization of the measure occurs naturally in Euler–Maclaurin formulas for a polytope P , which relate sums over the lattice points of P with integrals over the various faces of P . We remark that the computer algebra community has dedicated a great deal of effort to develop a different kind of exact integration, understood to be the automatic computation of the antiderivatives of functions, as predicted by the fundamental theorem of Calculus [6], but we do not discuss this kind of exact integration here.

Regarding the theoretical computational complexity of our problem, it is very educational to look first at the case when f is the constant polynomial 1, and the answer is simply a volume. It has been proved that already computing the volume of polytopes of varying dimension is $\#P$ -hard [7, 8, 9, 10, 11], and that even approximating the volume is hard [12]. More recently in [13] it was proved that computing the center of mass of a polytope is $\#P$ -hard.

We report on a new C++ implementation, **LattE integrale** [14], which extends the work done in [15] and [16]. This paper is mostly an experimental and practical study, but it also slightly develops the theory of [15]. This article presents useful formulas for

integration of power of linear forms over simplicial cones that complement those presented in [15].

Our method of computation relies on powerful mathematical ideas. It was proved in [15] that, unlike general polynomials, integrals over simplices of arbitrary powers of linear forms, or of polynomials with a fixed number of variables, can be computed in polynomial time. In this case our algorithms use known properties of integrals of exponentials of linear forms (see [17], [18]). This allows for fast calculation over general polytopes using two methods that depend on two different decompositions of polyhedra. General polyhedra can be decomposed as either a disjoint union of simplices, i.e., triangulations, or as signed cone decompositions of the kind proposed by Brion, Lasserre, Lawrence, and Varchenko [19, 20, 10, 21]. The polynomial-time complexity for integration over simplices shown in [15] can be extended to more polyhedra as long as their decompositions are of “small” size (note that this is always the case in fixed dimension).

This paper is organized as follows. We begin in Section 2 recalling the mathematical ideas at the heart of our algorithms (although we omit details of proofs, they can be found in the references). We begin with a short review of polyhedral geometry, specially valuations. In Section 3 we discuss details about the implementation including main subroutines and data structures. In Section 4 we first discuss speed improvements for integrating over simplices from earlier work in [15], and then we report on several benchmarks of integration over arbitrary polytopes. More experimental tables are available online [14]. We conclude our paper with an application: we solve a computational challenge from combinatorial voting theory.

2. Mathematical preliminaries

In this section we recall the necessary mathematical background used in our algorithms. We state results without proof but excellent background sources for what is going to be discussed here include [15, 22, 23, 24] and the references mentioned there.

2.1. Polyhedra and polynomials

A *convex rational polyhedron* P in \mathbb{R}^d (we will simply say *polyhedron*) is defined as the intersection of a finite number m of closed half spaces bounded by rational affine hyperplanes. We say that P is *full-dimensional* (in \mathbb{R}^d) if the affine span of P is \mathbb{R}^d . When $P = \{x : Ax \leq b\}$ for a $m \times d$ matrix A and m -vector b , P is said to be given by a *halfspace* or *h-representation*. When P is the convex hull $\text{conv}(V)$ of finitely many points in \mathbb{R}^d , $V = \{v_1, \dots, v_n\}$, P is said to be given by a *vertex* or *v-representation*. We can switch between the h- and v-representations of a d -dimensional polyhedron using well-known algorithms (see [25, 26]). A *polytope* P is a compact polyhedron. A *cone* C is a polyhedral cone (with vertex 0) and an *affine cone* is a translation $s + C$ of a cone C . A cone C is called *simplicial* if it is generated by linearly independent vectors of \mathbb{R}^d . A simplicial cone C is called *unimodular* if it is generated by linearly independent integral vectors v_1, \dots, v_k such that $\{v_1, \dots, v_k\}$ can be completed to an integral basis of \mathbb{Z}^d . An affine cone C is called simplicial (respectively, simplicial unimodular) if the associated cone

is. The set of vertices of P is denoted by $V(P)$. For each vertex $s \in V(P)$, the *cone of feasible directions* $C_s(P)$ at the vertex s is the cone of all vector y such that $s + \varepsilon y \in P$ for some $\varepsilon > 0$. The *tangent cone* of a polytope P at a vertex s is the affine cone $s + C_s(P)$ (this is a translation of $C_s(P)$). For details in all these notions see, e.g., [22].

For the integration of a full-dimensional polytope we consider the standard Lebesgue measure, which gives volume 1 to the fundamental domain of the lattice \mathbb{Z}^n . But if P lies inside an affine subspace $L + a$, with L a rational linear subspace of dimension $n \leq d$, we will normalize the Lebesgue measure on L , so that the volume of the fundamental domain of the lattice $L \cap \mathbb{Z}^d$ is 1. Thus for any affine subspace $L + a$ parallel to L , we define the *integral Lebesgue measure* dm by translation. For example, the diagonal of the unit square has length 1 instead of $\sqrt{2}$. This has the great advantage that for rational input our output will always be an (exact) rational number $\int_P f dm$ in the usual binary encoding.

One important point of our method is that all computations are done in the representation polynomials given by *powers of linear forms*. It is well-known that any homogeneous polynomial of degree M can be decomposed as a sum of M -th powers of linear forms. For example, one can decompose the polynomial f as a sum $f = \sum_{\ell} c_{\ell} \langle \ell, x \rangle^M$ with at most 2^M terms. This decomposition is given by the following well-known identity for monomials: If $x^{\mathbf{M}} = x_1^{M_1} x_2^{M_2} \cdots x_n^{M_n}$, then

$$x^{\mathbf{M}} = \frac{1}{|\mathbf{M}|!} \sum_{0 \leq p_i \leq M_i} (-1)^{|\mathbf{M}| - (p_1 + \cdots + p_n)} \binom{M_1}{p_1} \cdots \binom{M_n}{p_n} (p_1 x_1 + \cdots + p_n x_n)^{|\mathbf{M}|}, \quad (1)$$

where $|\mathbf{M}| = M_1 + \cdots + M_n \leq M$. Of course, when dealing with general polynomials, this same formula can be applied for as many monomials as is necessary. For example, the polynomial $7x^2 + y^2 + 5z^2 + 2xy + 9yz$ can be written as $\frac{1}{8}(12(2x)^2 - 9(2y)^2 + (2z)^2 + 8(x+y)^2 + 36(y+z)^2)$.

It is worth noting that the above formula does not yield an optimal decomposition, but it suffices to generate a polynomial-time algorithm on fixed degree $|\mathbf{M}|$ or fixed number of variables [15]. The problem of finding a decomposition with the smallest possible number of summands is known as the *polynomial Waring problem*. What is the smallest integer $r(M, n)$ such that a generic homogeneous polynomial $f(x_1, \dots, x_n)$ of degree M in n variables is expressible as the sum of $r(M, n)$ M -th powers of linear forms? This problem was solved for general polynomials by Alexander and Hirschowitz [27] (see [28] for an extensive survey), but there is no computational or constructive version of this result that would yield the optimal decomposition for an specific input polynomial and the bounds may be much too pessimistic on the average situation. Only very recently Carlini et al. [29] gave efficient decompositions of a monomial. However, their decomposition involves roots of unity, and here we are interested in an arithmetic version of the problem where everything is expressed using rational forms and rational coefficients. But we can see that the explicit rational construction we use in our code is not too far away from the optimum.

Table 1 lists the average number of powers of linear forms necessary to decompose monomials of given degree generated uniformly at random. To create the monomials, we

Table 1: Average number of powers of linear forms plus or minus one standard deviation necessary to express one monomial in d variables, averaged over 50 monomials of the same degree

d	Monomial Degree					
	5	10	20	30	40	50
3	14 ± 3 $(6.6 \pm 1.2) \times 10^1$	$(4.0 \pm 0.5) \times 10^2$	$(1.2 \pm 0.1) \times 10^3$	$(2.7 \pm 0.2) \times 10^3$	$(5.2 \pm 0.2) \times 10^3$	
4	16 ± 5 $(1.1 \pm 0.2) \times 10^2$	$(1.1 \pm 0.2) \times 10^3$	$(4.5 \pm 0.6) \times 10^3$	$(1.3 \pm 0.2) \times 10^4$	$(3.0 \pm 0.2) \times 10^4$	
5	19 ± 4 $(1.5 \pm 0.4) \times 10^2$	$(2.2 \pm 0.6) \times 10^3$	$(1.2 \pm 0.3) \times 10^4$	$(4.7 \pm 0.7) \times 10^4$	$(1.4 \pm 0.2) \times 10^5$	
6	20 ± 5 $(2.0 \pm 0.6) \times 10^2$	$(4.1 \pm 1.2) \times 10^3$	$(3.2 \pm 0.8) \times 10^4$	$(1.5 \pm 0.3) \times 10^5$	$(5.2 \pm 0.6) \times 10^5$	
7	21 ± 5 $(2.4 \pm 0.9) \times 10^2$	$(6.7 \pm 2.4) \times 10^3$	$(7.1 \pm 2.1) \times 10^4$	$(4.0 \pm 1.0) \times 10^5$	$(1.7 \pm 0.3) \times 10^6$	
8	21 ± 5 $(2.9 \pm 0.9) \times 10^2$	$(1.1 \pm 0.5) \times 10^4$	$(1.4 \pm 0.5) \times 10^5$	$(9.8 \pm 2.7) \times 10^5$	$(4.8 \pm 1.1) \times 10^6$	
10	24 ± 5 $(3.5 \pm 1.1) \times 10^2$	$(2.1 \pm 0.9) \times 10^4$	$(4.1 \pm 1.6) \times 10^5$	$(4.5 \pm 1.7) \times 10^6$	$(3.1 \pm 1.0) \times 10^7$	

keep adding one to the power of a randomly chosen variable until the monomial has the desired degree. The table show mild exponential growth as degree or dimension grow. This was predicted in the theory.

In conclusion, to integrate a multivariate polynomial, we first algebraically decompose each monomial to a sum of powers of linear forms which, as we will see next, can be integrated very fast in practice over simplices or over simplicial cones using a few useful formulas. Thus we will need a geometric decomposition of our polytopes into those pieces.

2.2. Valuations and formulas of integration of exponentials over cones and simplices

We now recall several formulas for the integrals of a power of a linear form over a simplex or over a simplicial cone. The idea is that if we can do fast integration for those two structures, then we can always rely on two polyhedral decompositions of the input polyhedron to obtain the integral. See Subsection 2.5 for details.

One of the most important properties of integrals over polyhedra is that they can be seen as valuations. A *valuation* F is a linear map from the rational vector space of the indicator functions of rational polyhedra $P \subset \mathbb{R}^d$ into a rational vector space M . Whenever the indicator functions $[P_i]$ of a family of polyhedra P_i satisfy a linear relation $\sum_i r_i [P_i] = 0$, then the elements $F(P_i)$ satisfy the same relation $\sum_i r_i F(P_i) = 0$ (for a formal definition within the polytope algebra, see Chapter 2 of [22]).

Let $C = \sum_{i=1}^d \mathbb{R}_+ u_i$ be the simplicial cone spanned by linearly independent integral vectors u_1, u_2, \dots, u_d . The *fundamental parallelepiped* Π_C of the cone C (with respect to the generators $u_i, i = 1, \dots, d$) is the set of points $\Pi_C = \sum_{i=1}^d [0, 1[u_i]$. Let us denote by $\text{vol}(\Pi_C)$ its volume.

Proposition 1 (Theorem 8.4 in [22]). . There exists a unique valuation $I(P)(\ell)$ which associates to every polyhedron $P \subset V$ a meromorphic function so that the following properties hold

(i) If ℓ is a linear form such that $e^{\langle \ell, x \rangle}$ is integrable over P , then

$$I(P)(\ell) = \int_P e^{\langle \ell, x \rangle} dm.$$

(ii) For every point $s \in \mathbb{R}^n$, one has

$$I(s + P)(\ell) = e^{\langle \ell, s \rangle} I(P)(\ell).$$

(iii) If P contains a straight line, then $I(P) = 0$.

A consequence of the valuation property is the following fundamental theorem. It follows from the Brion–Lasserre–Lawrence–Varchenko decomposition theory of a polyhedron into the supporting cones at its vertices [19, 22, 21, 20].

Lemma 2. Let P be a polyhedron with set of vertices $V(P)$. For each vertex s , let $C_s(P)$ be the cone of feasible directions at vertex s . Then

$$I(P)(\ell) = \sum_{s \in V(P)} I(s + C_s(P))(\ell). \quad (2)$$

Note that the cone $C_s(P)$ in Lemma 2 may not be simplicial, but for simplicial cones their integrals have explicit rational function formulas. As we see in Proposition 4, one can derive an explicit formula for the rational function $I(s + C_s(P))$ in terms of the geometry of the cones.

Lemma 3. Using the valuation property for the valuation $I(P)(\ell)$ and the linearity over the integrands we have that:

- (i) For any triangulation \mathcal{T} of the polytope P , we have $I(P)(\ell) = \sum_{\Delta \in \mathcal{T}} I(\Delta)(\ell)$.
- (ii) For any triangulation \mathcal{D}_s of the feasible cone $C_s(P)$ at each of the vertices s of the polytope P we have $I(P)(\ell) = \sum_{s \in V(P)} \sum_{C \in \mathcal{D}_s} I(s + C)(\ell)$.

Lemma 3 says that if we know how to integrate over simplices or simplicial cones, we can integrate over a polytope. We are close to knowing how to do this. By elementary integration, and Proposition 1, we have the following.

Proposition 4. For a simplicial cone C generated by rays u_1, u_2, \dots, u_d (with vertex 0) and for any point s

$$I(s + C)(\ell) = \text{vol}(\Pi_C) e^{\langle \ell, s \rangle} \prod_{i=1}^d \frac{1}{\langle -\ell, u_i \rangle}. \quad (3)$$

This identity holds as a meromorphic function of ℓ and pointwise for every ℓ such that $\langle \ell, u_i \rangle \neq 0$ for all u_i .

2.3. From exponentials to powers of linear forms

We now consider powers of linear forms instead of exponentials. Similar to $I(P)$, we now let $L^M(P)$ be the meromorphic extension of the function defined by

$$L^M(P)(\ell) = \int_P \langle \ell, x \rangle^M dm$$

for those ℓ such that the integral exists. To transfer what we know about integrals of exponentials to those of powers of linear forms, we can consider the formula of Proposition 4 as a function of the auxiliary parameter t :

$$\int_{s+C} e^{\langle t\ell, x \rangle} dm = \text{vol}(\Pi_C) e^{\langle t\ell, s \rangle} \prod_{i=1}^d \frac{1}{\langle -t\ell, u_i \rangle}. \quad (4)$$

Using the series expansion of the left in the variable t , we wish to recover the value of the integral of $\langle \ell, x \rangle^M$ over the cone. This is the coefficient of t^M in the expansion; to compute it, we equate it to the Laurent series expansion around $t = 0$ of the right-hand-side expression, which is a meromorphic function of t . Clearly

$$\text{vol}(\Pi_C) e^{\langle t\ell, s \rangle} \prod_{i=1}^d \frac{1}{\langle -t\ell, u_i \rangle} = \sum_{n=0}^{\infty} t^{n-d} \frac{\langle \ell, s \rangle^n}{n!} \cdot \text{vol}(\Pi_C) \prod_{i=1}^d \frac{1}{\langle -\ell, u_i \rangle}.$$

We say that ℓ is *regular* if $\langle \ell, u_i \rangle \neq 0$ for every ray u_i of the cone. With this, we can conclude the following.

Corollary 5. *For a regular linear form ℓ and a simplicial cone C generated by rays u_1, u_2, \dots, u_d with vertex s*

$$L^M(s+C)(\ell) = \frac{M!}{(M+d)!} \text{vol}(\Pi_C) \frac{(\langle \ell, s \rangle)^{M+d}}{\prod_{i=1}^d \langle -\ell, u_i \rangle}. \quad (5)$$

Otherwise when ℓ is not regular, there is a nearby perturbation which is regular. To obtain it, we use $\ell + \hat{\varepsilon}$ where $\hat{\varepsilon} = \varepsilon a$ is any linear form with $a \in \mathbb{R}^n$ such that $\langle -\ell - \hat{\varepsilon}, u_i \rangle \neq 0$ for all u_i , to define a new linear form (depending on a) on the space of meromorphic functions in the variable ε . Then, applying (5) on the limit as ε goes to zero we obtain:

$$L^M(s+C)(\ell) = \frac{M!}{(M+d)!} \text{vol}(\Pi_C) \text{Res}_{\varepsilon=0} \frac{(\langle \ell + \hat{\varepsilon}, s \rangle)^{M+d}}{\varepsilon \prod_{i=1}^d \langle -\ell - \hat{\varepsilon}, u_i \rangle}, \quad (6)$$

Since the reader may not be familiar with residues $\text{Res}_{\varepsilon=0}(f)$ and how to calculate them, we recall some useful facts on complex analysis (see, e.g., [30] for details). As we observed, there is a singularity or pole at $\varepsilon = 0$ for a univariate rational function $f(\varepsilon) = \frac{p(\varepsilon)}{q(\varepsilon)}$ (which in this case is explicitly given in Formula (6) of Corollary 5). Recall that if f has Laurent expansion $f(\varepsilon) = \sum_{k=-m}^{\infty} a_k \varepsilon^k$, the residue is defined as a_{-1} . Given a rational function $f(\varepsilon)$

with a pole at $\varepsilon = 0$ there are a variety of well-known techniques to extract the value of the residue. For example, if $\varepsilon = 0$ is a simple pole ($m = 1$), then $\text{Res}_{\varepsilon=0}(f) = \frac{p(0)}{q'(0)}$. Otherwise, when $\varepsilon = 0$ is a pole of order $m > 1$, we can write $f(\varepsilon) = \frac{p(\varepsilon)}{\varepsilon^m q_1(\varepsilon)}$. then expand p, q_1 in powers of ε with $p(\varepsilon) = a_0 + a_1\varepsilon + a_2\varepsilon^2 + \dots$ and $q_1(\varepsilon) = b_0 + b_1\varepsilon + b_2\varepsilon^2 + \dots$. This way the Taylor expansion of $p(\varepsilon)/q_1(\varepsilon)$ at ε_0 is $c_0 + c_1\varepsilon + c_2\varepsilon^2 + c_3\varepsilon^3 + \dots$, where $c_0 = \frac{a_0}{b_0}$, and $c_k = \frac{1}{b_0}(a_k - b_1c_{k-1} - b_2c_{k-2} - \dots - b_kc_0)$. Thus we recover the residue $\text{Res}_{\varepsilon=0}(f) = c_{m-1}$. We must stress that the special structure of the rational functions in Corollary 5 can be exploited to speed up computation further rather than using this general methodology. For more on this see [31, 22, 15] and the following discussion.

Finally, we have all the tools necessary to write down our formula for integration using cone decompositions.

Corollary 6. *For any triangulation \mathcal{D}_s of the tangent cone $C_s(P)$ at each of the vertices s of the polytope P we have*

$$L^M(P)(\ell) = \sum_{s \in V(P)} \sum_{C \in \mathcal{D}_s} L^M(s + C)(\ell). \quad (7)$$

2.4. The formula for the simplex

Suppose now that $\Delta \subset \mathbb{R}^n$ is a d -dimensional simplex (as it may appear in a triangulation of the polytope P), and ℓ is a linear form on \mathbb{R}^n . We say that the linear form ℓ is *regular* for the simplex Δ if it is not orthogonal to any of the edges of the simplex. If ℓ is regular for Δ , then it is regular for all tangent cones at each of the vertices. We then find the following result as a special case of Corollary 6.

Corollary 7 (Brion, see [19]). *Let Δ be a d -simplex with vertices $s_1, \dots, s_{d+1} \in \mathbb{R}^d$. Let ℓ be a linear form which is regular w.r.t. Δ , i.e., $\langle \ell, s_i \rangle \neq \langle \ell, s_j \rangle$ for any pair $i \neq j$. Then we have the following relation.*

$$L^M(\Delta)(\ell) = \int_{\Delta} \langle \ell, x \rangle^M dm = d! \text{vol}(\Delta, dm) \frac{M!}{(M+d)!} \left(\sum_{i=1}^{d+1} \frac{\langle \ell, s_i \rangle^{M+d}}{\prod_{j \neq i} \langle \ell, s_i - s_j \rangle} \right). \quad (8)$$

When ℓ is regular, Brion's formula is very short; it is a sum of $d+1$ terms. When ℓ is not regular, we can again use a perturbation $\ell + \hat{\varepsilon}$ where $\hat{\varepsilon} = \varepsilon a$ as in Corollary 5, so that the expression of the integral over the simplex reduces to a sum of residues as in (6).

However, in the special case of a simplex, there exists a computationally more efficient method that avoids the calculation of a perturbation a ; see [15]. From [15, Theorem 10] we find that $L^M(\Delta)(\ell)$ is the coefficient of the term t^M in the Laurent series of the rational function

$$d! \text{vol}(\Delta, dm) \frac{M!}{(M+d)!} \frac{1}{\prod_{j=1}^{d+1} (1 - t \langle \ell, s_j \rangle)} \quad (9)$$

in the variable $t \in \mathbb{C}$. This rational function can be expanded into partial fractions. To this end, let $K \subseteq \{1, \dots, d+1\}$ be an index set of the different poles $t = t_k := 1/\langle \ell, s_k \rangle$,

and for $k \in K$ let m_k denote the order of the pole, i.e.,

$$m_k = \#\{i \in \{1, \dots, d+1\} : \langle \ell, s_i \rangle = \langle \ell, s_k \rangle\}.$$

Then the rational function can be written as

$$\sum_{k \in K} \left(\frac{a_{k,1}}{1 - t \langle \ell, s_k \rangle} + \frac{a_{k,2}}{(1 - t \langle \ell, s_k \rangle)^2} + \cdots + \frac{a_{k,m_k}}{(1 - t \langle \ell, s_k \rangle)^{m_k}} \right),$$

where the coefficients $a_{k,r}$ are given by certain residues about the pole $t = t_k$. After a change of variables, $t = t_k + \varepsilon$, one obtains the following formula.

Corollary 8 (Corollary 13 in [15]). *Let Δ be a d -dimensional simplex. Then for an arbitrary power $\langle \ell, x \rangle^M$ of a linear form, we have:*

$$\int_{\Delta} \langle \ell, x \rangle^M dm = d! \operatorname{vol}(\Delta, dm) \frac{M!}{(M+d)!} \sum_{k \in K} \operatorname{Res}_{\varepsilon=0} \frac{(\varepsilon + \langle \ell, s_k \rangle)^{M+d}}{\varepsilon^{m_k} \prod_{\substack{i \in K \\ i \neq k}} (\varepsilon + \langle \ell, s_k - s_i \rangle)^{m_i}}. \quad (10)$$

To conclude we note that one can even extend the formula above on integrating the power of a linear form to the case of a *product of powers of several linear forms* (see [15]).

2.5. Should one triangulate or cone decompose?

One could triangulate the whole polytope, or integrate over each tangent cone. However, each cone must be decomposed into simplicial cones. This is the trade-off: we can get away with not doing one large polytope triangulation, but we might have to do many smaller cone triangulations.

The number of simplices in a triangulation and the number of simplicial cones containing in a polytope can significantly differ. Depending on the polytope, choosing the right method can determine its practicality. Our experimental results agree with [16] in showing that triangulating the polytope is better for polytopes that are “almost simplicial” while cone decomposition is faster for simple polytopes. The details will be discussed in Section 4.

Lemma 3 together with the formulas we stated for integration over simplices and cones give a general process for computing integrals:

- We decompose our polynomial as a sum of powers of linear forms.
- We select a decomposition of the polyhedron in question, either a triangulation or a cone decomposition.
- Apply the formulas to each piece and add up the results via the above results.

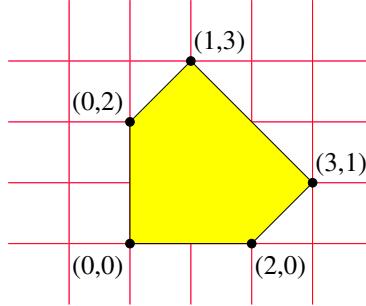


Figure 1: A pentagon

2.6. Examples

2.6.1. Integral values encoded by rational function identities

Before working out a simple integration example, let us highlight the fact that for regular linear forms the integration formulas are given by sums of rational functions which we read from the geometry at vertices and possibly a cone decomposition method: Consider a pentagon P with vertices $(0, 0)$, $(2, 0)$, $(0, 2)$, $(3, 1)$, and $(1, 3)$ as in Figure 1.

Then the rational function giving the value of $\int_P (c_1 x + c_2 y)^M dx dy$ is

$$\frac{M!}{(M+2)!} \left(\frac{(2c_1)^{M+2}}{c_1(-c_1 - c_2)} + 4 \frac{(3c_1 + c_2)^{M+2}}{(c_1 + c_2)(2c_1 - 2c_2)} + 4 \frac{(c_1 + 3c_2)^{M+2}}{(c_1 + c_2)(-2c_1 + 2c_2)} + \frac{(2c_2)^{M+2}}{(-c_1 - c_2)c_2} \right).$$

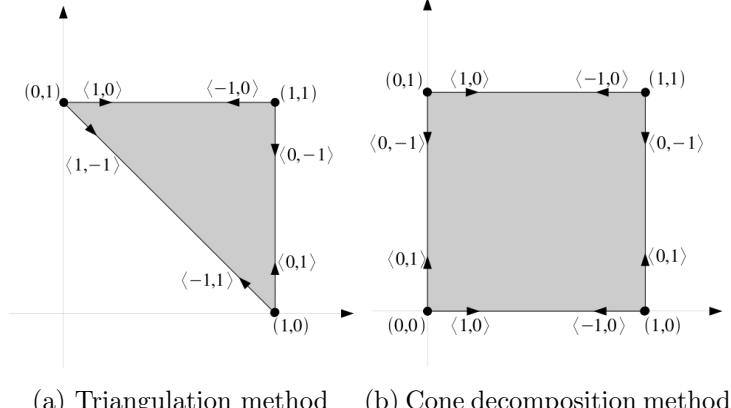
This rational function expression encodes *every integral* of the form $\int_P (c_1 x + c_2 y)^M dx dy$. For example, if we let $M = 0$, then the integral is equal to the area of the pentagon, and the rational function simplifies to a number by simple high-school algebra:

$$\frac{1}{2} \left(4 \frac{c_1}{-c_1 - c_2} + 4 \frac{(3c_1 + c_2)^2}{(c_1 + c_2)(2c_1 - 2c_2)} + 4 \frac{(c_1 + 3c_2)^2}{(c_1 + c_2)(-2c_1 + 2c_2)} + 4 \frac{c_2}{-c_1 - c_2} \right) = 6.$$

Hence the area is 6. When M and (c_1, c_2) are given and (c_1, c_2) is not perpendicular to any of the edge directions we can simply plug in numbers to the rational function. For instance, when $M = 100$ and $(c_1 = 3, c_2 = 5)$ the answer is a fraction with numerator equal to

$$227276369386899663893588867403220233833167842959382265474194585 \\ 3115019517044815807828554973991981183769557979672803164125396992$$

and denominator equal to 1717. When (c_1, c_2) is perpendicular to an edge direction, we encounter (removable) singularities in the rational functions, thus using complex residues we can do the evaluation. Note that those linear forms that are perpendicular to some edge direction form a measure zero set inside a hyperplane arrangement.



(a) Triangulation method (b) Cone decomposition method

Figure 2: Example polytopes

2.6.2. Using the triangulation method

Take the problem of integrating the polynomial $x + y$ over the triangle Δ with vertices $s_1 = (1, 1)$, $s_2 = (0, 1)$, and $s_3 = (1, 0)$ in Figure 2a.

The polynomial is already a power of a linear form, and the polytope is a simplex. Because $\ell = (1, 1)$ is not regular (it is perpendicular to the edge spanned by s_2 and s_3), we have to build the index set K . Note $\langle \ell, s_1 \rangle = 2$, $\langle \ell, s_2 \rangle = 1$, and $\langle \ell, s_3 \rangle = 1$; pick $K = \{1, 2\}$ with $m_1 = 1$, $m_2 = 2$. We now need to compute two values:

Vertex s_1 : We are not dividing by zero, we can simply plug vectors into Corollary 7,

$$\frac{\langle \ell, s_1 \rangle^3}{\langle \ell, s_1 - s_2 \rangle^2} = 8.$$

Vertex s_2 : Here, we need to compute a residue.

$$\text{Res}_{\varepsilon=0} \frac{(\varepsilon + \langle \ell, s_2 \rangle)^{1+2}}{\varepsilon^2(\varepsilon + \langle \ell, s_2 - s_1 \rangle)} = \text{Res}_{\varepsilon=0} \frac{(\varepsilon + 1)^{1+2}}{\varepsilon^2(\varepsilon - 1)} = -4.$$

Finally, $\int_{\Delta} (x + y) dx dy = 2! \times \frac{1}{2} \times \frac{1!}{3!} (8 - 4) = 2/3$.

2.6.3. Using the cone decomposition method

Next, integrate the polynomial x over the unit square in Figure 2b using the cone decomposition algorithm. The polynomial is already a power of a linear form so $\ell = (1, 0)$. The polytope has four vertices that we need to consider, and each tangent cone is already simplicial.

Vertex $s_1 = (0, 0)$: Because $\langle \ell, s_1 \rangle^{1+2} = 0$, the integral on this cone is zero.

Vertex $s_2 = (0, 1)$: For the same reason as s_1 , the integral on this cone is zero.

Vertex $s_3 = (1, 0)$: At this vertex, the rays are $u_1 = (0, 1)$, $u_2 = (-1, 0)$. Because $\langle \ell, u_1 \rangle = 0$, we need a perturbation vector $\hat{\varepsilon}$ so that when $\ell := \ell + \hat{\varepsilon}$, we do not divide by zero on any cone (we have to check this cone and the next one). Pick $\hat{\varepsilon} = (\varepsilon, \varepsilon)$. Then the integral on this cone is

$$\frac{M!}{(M+d)!} \text{vol}(\Pi_C) \text{Res}_{\varepsilon=0} \frac{(1+\varepsilon)^{1+2}}{\varepsilon(-\varepsilon)(1+\varepsilon)} = \frac{1!}{(1+2)!} \times 1 \times -2 = -2/6.$$

Vertex $s_4 = (1, 1)$: The rays are $u_1 = (-1, 0), u_2 = (0, -1)$. Again, we divide by zero, so we perturbate ℓ by the same $\hat{\varepsilon}$. The integral on this cone is

$$\frac{M!}{(M+d)!} \text{vol}(\Pi_C) \text{Res}_{\varepsilon=0} \frac{(1+2\varepsilon)^{1+2}}{\varepsilon(\varepsilon)(1+\varepsilon)} = \frac{1!}{(1+2)!} \times 1 \times 5 = 5/6.$$

The integral $\int_P x \, dx \, dy = 0 + 0 - 2/6 + 5/6 = 1/2$ as it should be.

3. How the software works

LattE was originally developed in 2001 as software to study lattice points of convex polytopes [32]. The algorithms used combinations of geometric and symbolic computation. Two key data structures are rational generating functions and cone decompositions, and it was the first ever implementation of Barvinok's algorithm. **LattE** was improved in 2007 with various software and theoretical modifications, which increased speed dramatically. This version was released under the name **LattE macchiato**; see [33]. Now in 2011, our new release **LattE integrale** has extended its capabilities to include the computation of exact integrals of polynomial functions over convex polyhedra. The new integration functions are C++ implementations of the algorithms provided in [15] with additional technical improvements (including an important new set of data structures for the manipulation of truncated series). A key distinction between **LattE integrale** and other software tools is that our algorithms give the exact evaluation of the integral since our implementation uses exact rational arithmetic. The code of this software is freely available at [14]

The new implementation of **LattE integrale** allows us to calculate the integral of a sum of powers of linear forms over an arbitrary polytope. Alternatively, we can calculate the integral of a sum of monomials by decomposing each monomial into a sum of powers of linear forms using Formula (1), then integrating these powers of linear forms.

This section starts with a discussion of our new data structure for manipulating polynomials and linear forms, then we describe the format **LattE integrale** expects for the input polytopes, and we end with a detailed explanation of the two main algorithms.

3.1. Input format and data structures

The input format for the polynomials is identical to that of the **Maple** programs of [15]:

- A polynomial is represented as a list of its monomials in the form

`[monomial1, monomial2, ...],`

where `monomiali` is represented by

`[coefficient, [exponent-vector]]`.

For example, $3x_0^2x_1^4x_2^6 + 7x_1^3x_2^5$ is input as $[[3, [2, 4, 6]], [7, [0, 3, 5]]]$.

- To deal directly with powers of linear forms, the input format is

$[linear-term_1, linear-term_2, \dots]$,

where $linear-term_i$ is represented by

$[coefficient, [power, [coefficient-vector]]]$.

For example, $3(2x_0 + 4x_1 + 6x_2)^{10} + 7(3x_1 + 5x_2)^{12}$ is input as $[[3, [10, [2, 4, 6]]], [7, [12, [0, 3, 5]]]]$.

In [15], the integration over simplices was first implemented in **Maple**, and so there was no control over the data structures used to store the data. We have implemented the simplex integration algorithm in C++ with a sophisticated data structure and have developed a new algorithm that integrates over the tangent cones of a polytope. Currently, we are using *burst tries*, a data structure designed to have cache-efficient storage and search, due to the fact that they are prefix trees with sorted arrays of stored elements as leaves [34]. Such a data structure is performance-critical when computing residues, as a comparison with a linked-list implementation showed. In our implementation, each node corresponds to a particular dimension or variable and contains the maximal and minimal values of the exponent on this dimension. The node either points to another node a level deeper in the tree or a list of sorted elements.

The input rational polytope P could be given to **LattE integrale** by an h-representation or v-representation. The input format is the same as in previous versions and it is explained in [14]. Although the theory we presented earlier works for both full-dimensional and non-full dimensional rational polytopes, the current release of **LattE integrale** is only guaranteed to do integration and volume computation in full-dimensional polyhedra. It is worth stressing the old capabilities for counting lattice points still work for polytopes of all dimensions and we impose no arbitrary limit on the size or dimension of the input. **LattE integrale** relies on **Cddlib** [35] or **4ti2** [36] for all basic polyhedral calculations such as computation of dimension.

Our data structures are specialized for polytopes with vertices of integer coordinates. In order to integrate over rational polytopes, we first dilate them and perform a change of variables. If P is a d -dimensional rational polytope and αP is a dilation by $\alpha > 0$ that makes P integer, then our software operates on the vertices of αP and rescales the final integral by the following well-known change of variables:

$$\int_P x_i^{m_i} \dots x_d^{m_d} dm = \frac{1}{\alpha^d} \int_{\alpha P} \frac{1}{\alpha^{m_1+\dots+m_d}} x_1^{m_1} \dots x_d^{m_d} dm.$$

After this transformation, we apply Formula (1) to transform the polynomial into powers of linear forms.

When integrating polytopes other than simplices, there are two options based on the formulas presented in Section 2: (i) Triangulate the polytope and apply the algorithm for

each simplices individually, or (ii) Triangulate each tangent cone and integrate each one using the cone decomposition algorithm. Therefore, a key step in all our computations is to find either a triangulation of the polytope or a triangulation of each of its tangent cones. Once more, this step relies on `Cddlib` or `4ti2`, because when we triangulate we compute a regular triangulation via a convex hull [32, 33]. We now explore the two integration algorithms in greater detail.

3.2. Integrating powers of linear forms by polytope triangulation

After we decompose the polynomial to a sum of powers of linear forms and after finding a triangulation of the polytope, Algorithm 1 loops over these two sets and integrates each linear form/simplex pair individually using Corollaries 7 and 8.

Algorithm 1 Integrate using polytope triangulation

Input: $F = \sum c_j \langle \ell_j, x \rangle^{M_j}$, sum of powers of linear forms.
Input: P , a full-dimensional polytope.
Output: integral of the linear forms F over the polytope P .

```

integral ← 0 { integral is a rational data type}
let  $T$  be a list of simplices that form a triangulation of  $P$ 
for all simplices  $\Delta$  in  $T$  do
    for all linear forms  $c \langle \ell, x \rangle^M$  in  $F$  do
        if  $\ell$  is regular on  $\Delta$  then
            integral ← integral +  $c \times \text{integrateSimplexRegular}(\ell, M, \Delta)$ 
        else
            integral ← integral +  $c \times \text{integrateSimplexResidue}(\ell, M, \Delta)$ 
        end if
    end for
end for
return integral

```

In Algorithm 1, the linear forms are represented as a burst trie, the triangulations are stored in a linked list, and each simplex is a simple two-dimensional array containing the vertices s_1, \dots, s_{d+1} .

When ℓ is regular on Δ , the *integrateSimplexRegular* function plugs in numbers and vectors into Corollary 7. Also, the terms in the numerator and denominator are evaluated in a rational data type, and so no floating-point divisions are performed.

When ℓ is not regular, the *integrateSimplexResidue* function (Algorithm 2) applies Corollary 8 and must find an index set $K \subset \{1, \dots, d+1\}$ of different poles $t = 1/\langle \ell, s_k \rangle$, and compute $|K|$ residues. Let $k \in K$ and let m_k denote the order of the pole, i.e.,

$$m_k = \#\{i \in \{1, \dots, d+1\} : \langle \ell, s_i \rangle = \langle \ell, s_k \rangle\}.$$

The problem has now been reduced to evaluating Formula (11).

$$\text{Res}_{\varepsilon=0} \frac{(\varepsilon + \langle \ell, s_k \rangle)^{M+d}}{\varepsilon^{m_k} \prod_{\substack{i \in K \\ i \neq k}} (\varepsilon + \langle \ell, s_k - s_i \rangle)^{m_i}} = [\varepsilon^{m_k-1}] \frac{(\varepsilon + \langle \ell, s_k \rangle)^{M+d}}{\prod_{\substack{i \in K \\ i \neq k}} (\varepsilon + \langle \ell, s_k - s_i \rangle)^{m_i}}, \quad (11)$$

where $[\varepsilon^a]p$ means the coefficient of ε^a in the Laurent series of expression p .

To compute Formula (11), we expand the polynomial in terms of ε in the numerator truncated to degree $m_k - 1$. We then find the first m_k terms in the polynomial expansion of each $1/(\varepsilon + \langle \ell, s_k - s_i \rangle)^{m_i}, i \neq k$ term using the general binomial theorem. To make the notation easy, let $b = \langle \ell, s_k - s_i \rangle \in \mathbb{Z}$, then the degree $m_k - 1$ polynomial of $(\varepsilon + b)^{-m_k}$ is

$$\hat{p}(\varepsilon) = \alpha_0 \varepsilon^0 b^{-m_i} + \alpha_1 \varepsilon^1 b^{-m_i-1} + \cdots + \alpha_{m_k-1} \varepsilon^{m_k-1} b^{-m_i-m_k+1}, \quad \alpha_j = \binom{m_i + j - 1}{m_i - 1} (-1)^j.$$

This is a polynomial in ε with rational coefficients. For efficiency reasons, we factor $\hat{p}(\varepsilon) = \frac{1}{b^{m_i+m_k-1}} p(\varepsilon)$, $p \in \mathbb{Z}[\varepsilon]$. The *integrateSimplexResidue* and *truncatedMultiply* functions both implement these ideas.

Algorithm 2 integrateSimplexResidue

Input: ℓ , coefficients of a linear form and M , integer power.

Input: Δ , simplex with vertices s_1, \dots, s_{d+1} .

Output: The integral of $\langle \ell, x \rangle^M$ over Δ .

Let $p_1 \leftarrow 1, p_2 \leftarrow 1$ be polynomials in ε .

Let $rf \leftarrow 1$ be a rational data type.

Let $sumResidue \leftarrow 0$ be a rational data type.

Make the index set K of unique poles.

for all k in K **do**

$rf \leftarrow 1$

$p_1 \leftarrow$ the expansion of $(\varepsilon + \langle \ell, s_k \rangle)^{M+d}$ up to degree $m_k - 1$ $\{p_1 \in \mathbb{Z}[\varepsilon]\}$

for all i in K and $i \neq k$ **do**

$rf \leftarrow rf \times \langle \ell, s_k \rangle^{-(m_i+m_k-1)}$

$p_2 \leftarrow$ the expansion of $(\varepsilon + \langle \ell, s_k - s_i \rangle)^{-m_i}$ up to degree $m_k - 1$ with $\langle \ell, s_k \rangle^{-(m_i+m_k-1)}$ factored out. $\{p_2 \in \mathbb{Z}[\varepsilon]\}$

$p_1 \leftarrow \text{truncatedMultiply}(p_1, p_2, m_k - 1)$

end for

 Let c be the coefficient of the degree $m_k - 1$ term in $p_1(\varepsilon)$.

$sumResidue \leftarrow sumResidue + rf \times c$

end for

return $abs(\det(s_1 - s_{d+1}, \dots, s_d - s_{d+1})) \times \frac{M!}{(M+d)!} \times sumResidue$

Finally, Algorithm *truncatedMultiply*(p, q, k) takes two polynomials $p, q \in \mathbb{Z}[\varepsilon]$ and returns their product up to and including terms of degree k . Our implementation is very simple (e.g., not using any special multiplication algorithms) but the cache-efficient use of

the burst tries leads to speed-ups wheatn compared to a naive implementation with arrays. We note that asymptotically faster multiplication algorithms exists (see, e.g., [37]), which might lead to further improvements.

3.3. Integrating powers of linear forms by cone decomposition

After triangulating each tangent cone into simplicial cones, the computation is very similar to the polytope-triangulation case: if ℓ is regular on the rays of the cone, we plug in values into Corollary 5, else we perturb ℓ and perform a residue calculation. Algorithm 3 implements this idea.

Algorithm 3 Integrate using the cone decomposition method

Input: $F = \sum c_j \langle \ell_j, x \rangle^{M_j}$, powers of linear forms.

Input: P , a full-dimensional polytope.

Output: integral of the linear forms over P .

integral $\leftarrow 0$ { *integral* is a rational data type}

Let C be a list of tangent cones P .

Make T be a list of triangulated cones in C . {A cone in T is in the form $(s; u_1, \dots, u_d)$, where s is a vertex and u_i are rays}

for all linear forms $c \langle \ell, x \rangle^M$ in F **do**

 Let $R \subseteq T$ be cones that ℓ is regular on.

for all $(s; u_1, \dots, u_d)$ in R **do**

integral \leftarrow *integral* + $c \times \text{integrateConeRegular}(\ell, M, s, u_1, \dots, u_d)$

end for

 Pick $\hat{\varepsilon} = \varepsilon(a_1, \dots, a_d)$ where $a_i \in \mathbb{Z}$ so that we do not divide by zero.

for all $(s; u_1, \dots, u_d)$ in $T \setminus R$ **do**

integral \leftarrow *integral* + $c \times \text{integrateConeResidue}(\ell, M, \hat{\varepsilon}, s, u_1, \dots, u_d)$

end for

end for

return *integral*

In *integrateConeResidue*, ℓ is perturbed by setting $\ell := \ell + \hat{\varepsilon}$, where $\hat{\varepsilon}$ is a vector in terms of ε with coefficients picked on the moment curve with alternating signs. We repeatedly pick a random $t \in \mathbb{Z}_+$ and set $\hat{\varepsilon}_i = t^{i-1}(-1)^{i-1}\varepsilon$ for $i = 1, 2, \dots, d$ until $\langle -(\ell + \hat{\varepsilon}), u_i \rangle$ is non-zero for every simple cone at every vertex in Corollary 5. Then the residues are computed using the general binomial theorem and truncated series multiplication like in *integrateSimplexResidue*.

3.4. A special case: computing volumes

Computing the volume of a polytope is equivalent to integrating the monomial 1 over the polytope. We again have the two same options when computing volumes as we did when computing integrals. Instead of using the algorithms above, we can simplify the computation. In the triangulation based approach, we find a triangulation of the polytope

and sum the volume of each simplex. The volume of a specific simplex is obtained by taking a determinant. In the cone decomposition approach, we triangulate each tangent cone and apply Corollary 5 with $M = 0$ and any random vector ℓ . If we do divide by zero, instead of finding residues, we simply pick a new random ℓ and start the computation over.

4. Experiments

We did thorough testing of the implementation and performed new computational benchmarks. We report on four different test classes:

1. We expand the computational limits for integrating over simplices described in [15].
2. Next, we integrate random monomials over three families of polytopes: (1) simple, (2) simplicial, and (3) neither simple nor simplicial.
3. Because our volume methods are optimized versions of the integration methods, we also compute the volumes of the same polytopes in the last case above.
4. Finally, we compare `LattE integrale` to other software tools and computational studies [16, 38, 39, 3].

Our integration and volume experiments input data, along with running times and the results of integration and volumes are available on the `LattE` website [14].

4.1. Integration over simplices

In [15], the theory of integration over simplices was developed and a fair amount of `Maple` experiments were carried out to show the potential of the methods. In this section, the experiments we performed clearly indicate that this C++ implementation is at least two orders of magnitude faster than the preceding `Maple` code; compare Tables 5 and 6 in [15] with Tables 2 and 3 in this paper. In Table 2, we used `Maple` to generate powers of random linear forms and randomly generated simplices. The coefficients of each linear form were picked uniformly over $[0, 100] \cap \mathbb{Z}$. We did the integration using `LattE integrale`.

Next, in Table 3, we used `Maple` to generate monomials and simplices. We again integrate using `LattE integrale`. We measure time from the start of program execution to termination, which includes file I/O, system calls, child process time, the time to find tangent-cones, and triangulation time. All triangulations were computed with the software package `cddlib` version 0.94f [35]. All computations were performed on a 64-bit Ubuntu machine with 64 GB of RAM and eight Dual Core AMD Opteron 880 processors. We applied a 600-second maximum running time to this program; tasks taking longer are not benchmarked.

Table 2: Average integration time plus or minus one standard deviation when integrating one power of a linear form over a random d -simplex (in seconds over 50 random forms)

d	Exponent M						
	2	10	20	50	100	300	1000
10	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.01 ± 0.00
20	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.01 ± 0.00
50	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.01	0.01 ± 0.00	0.03 ± 0.01
100	0.02 ± 0.00	0.02 ± 0.00	0.02 ± 0.00	0.02 ± 0.00	0.02 ± 0.00	0.03 ± 0.00	0.09 ± 0.00
300	0.35 ± 0.01	0.36 ± 0.01	0.36 ± 0.01	0.36 ± 0.01	0.38 ± 0.01	0.42 ± 0.01	0.66 ± 0.02
400	0.78 ± 0.02	0.79 ± 0.03	0.79 ± 0.02	0.80 ± 0.03	0.82 ± 0.03	0.90 ± 0.03	1.25 ± 0.04

Table 3: Average and standard deviation of integration time in seconds of a random monomial of prescribed degree by decomposition into linear forms over a d -simplex (average over 50 random forms)

d	Degree										
	1	2	5	10	20	30	40	50	100	200	300
2	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.1	1.0	3.8
	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.1	0.4	1.7
3	0.0	0.0	0.0	0.0	0.0	0.0	0.1	0.2	2.3	38.7	162.0
	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.1	1.4	24.2	130.7
4	0.0	0.0	0.0	0.0	0.0	0.1	0.4	0.7	22.1	—	—
	0.0	0.0	0.0	0.0	0.0	0.1	0.3	0.7	16.7	—	—
5	0.0	0.0	0.0	0.0	0.1	0.3	1.6	4.4	—	—	—
	0.0	0.0	0.0	0.0	0.0	0.2	1.3	3.5	—	—	—
6	0.0	0.0	0.0	0.0	0.1	1.1	4.7	15.6	—	—	—
	0.0	0.0	0.0	0.0	0.1	1.0	4.3	14.2	—	—	—
7	0.0	0.0	0.0	0.0	0.2	2.2	12.3	63.2	—	—	—
	0.0	0.0	0.0	0.0	0.2	1.7	12.6	66.9	—	—	—
8	0.0	0.0	0.0	0.0	0.4	4.2	30.6	141.4	—	—	—
	0.0	0.0	0.0	0.0	0.3	3.0	31.8	127.6	—	—	—
10	0.0	0.0	0.0	0.0	1.3	19.6	—	—	—	—	—
	0.0	0.0	0.0	0.0	1.4	19.4	—	—	—	—	—
15	0.0	0.0	0.0	0.1	5.7	—	—	—	—	—	—
	0.0	0.0	0.0	0.0	3.6	—	—	—	—	—	—
20	0.0	0.0	0.0	0.2	23.3	—	—	—	—	—	—
	0.0	0.0	0.0	1.3	164.8	—	—	—	—	—	—
30	0.0	0.0	0.0	0.6	110.2	—	—	—	—	—	—
	0.0	0.0	0.1	4.0	779.1	—	—	—	—	—	—
40	0.0	0.0	0.0	1.0	—	—	—	—	—	—	—
	0.0	0.0	0.3	7.0	—	—	—	—	—	—	—
50	0.0	0.0	0.1	1.8	—	—	—	—	—	—	—
	0.0	0.1	0.5	12.9	—	—	—	—	—	—	—

4.2. Integration over general polytopes

We tested the triangulation and cone decomposition integration methods on polytopes and their duals across dimension, vertex counts, and over monomials with different degrees. For each polytope dimension and vertex count we constructed 50 random polytopes by taking the convex hull of random points using `Polymake` [40]. For primal polytopes of dimension d , the number of vertices considered goes from $d + 2$ to $d + 25$. When zero is not in the interior of the polytope, we translated the centroid to the origin before constructing the dual polytope. Then we integrated each polytope and its corresponding dual polytope over a new random monomial of a set degree. Because of the construction method, most primal polytopes are simplicial and the duals are mostly simple polytopes. We also integrated over G. M. Ziegler’s database of polytopes [41], which contains polytopes that are not simplicial nor simple.

Simple and simplicial polytopes We present the results for dimensions 5, 6, and 7. We tested both algorithms on the primal polytopes starting with their v-representation. For their duals we tested the triangulation and cone decomposition methods starting from their h-representations. We also did experiments in dimension 3 and 4 but the numbers are too close to each other to show a clear trend of which is the fastest method (see [42]). We only report those test classes for which every polytope in the test class finished under 600 seconds for both the triangulation and the cone-decomposition method.

In Figures 3, 4, and 5, we display histograms that on the x -axis plot the time difference between the two integration methods, the y -axis shows the degree of monomials and the z -axis presents the number of random polytopes (in the respective dimensions 5, 6, 7). A particular solid bar in position (a^*, b^*) tallies the number of random polytopes for which the time difference between the two algorithms was a^* seconds when integrating a monomial of degree b^* . We define the *time difference* as the time taken by the triangulation method *minus* the time taken by the cone-decomposition method. There is one histogram for the primal polytopes and one for the dual polytopes. For example, in Figure 3 on the top (primal), there are eight colors on the bars, one for each degree (corresponds to a row). The bars in the degree 50 row, show the average time differences are always less than or equal to zero. This shows that the cone method was slower in the majority of simplicial problems. For comparison, on the bottom (dual), most of the mass has positive time difference, which indicates the cone method wins over the integration of higher degree monomials. More tables will be available online [42].

In conclusion, our results for dimension higher than four show integrating monomials coincide qualitatively with the observation of [16] for volume computation (polynomial of degree zero): the triangulation method is faster for simplicial polytopes (mass on histograms is concentrated on negative time differences) while the cone decomposition is faster for simple polytopes (mass on histograms is concentrated on positive time differences). The trends are very clear while in dimension less than four, the timings are too close to each other to give a clear-cut trend.

Zero-one polytopes In Figure 6, we present another histogram comparing the cone decomposition and triangulation methods on Ziegler’s database of polytopes [41], which contains many zero-one polytopes and a few other polytopes. We translate each polytope so that its centroid is the origin, thus its dual is well-defined. Then for each polytope and its dual, we integrate 50 random polynomials of a set degree. We skipped non-full-dimensional polytopes and a few others that did not finish within 30 minutes. The figure displays the histogram of the differences in running times between the two integration methods for monomials of eight different degrees (1, 2, 5, 10, 20, 30, 40, and 50). As before, the z -axis is frequency, x -axis is the range of the time differences, and y -axis gives the degree used. For example, there are over 200 cases where integrating a degree 40 monomial over the dual polytopes took the triangulation method 90 seconds more than the cone-decomposition method.

The behavior we observed before for simple vs. simplicial polytopes still mostly holds for these tests, except we see that the two methods finish within 20 seconds of each other most of the time (mass of histogram is centered at 0). The variation is then not as strong as before.

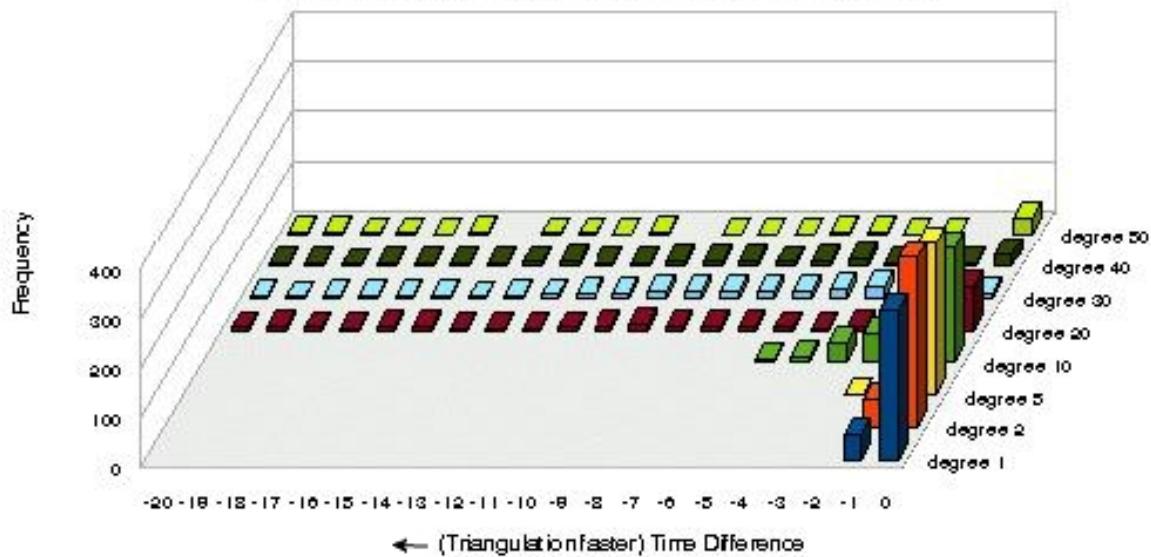
4.3. Volume Experiments

Volume computation is an important special case of integration that has received attention by several researchers, thus we also tested the triangulation and cone decomposition methods on the same database of random polytopes and their duals, and on Ziegler’s database to see the performance of volume evaluation.

Simple and simplicial polytopes Each test class contains 50 polytopes for each dimension and we only considered tests where both methods finished within 600 seconds for the same polytope. While the triangulation method is still faster for simplicial polytopes and the cone-decomposition method is faster for simple polytopes, the histograms in Figure 7 suggest that both methods finish quite close to each other in small dimension. When dimension starts growing there is a more pronounced difference between the methods (i.e., the mass of the histogram is more spread toward positive or negative values of the time difference).

Zero-one polytopes In Table 4 and 5, we apply the triangulation and cone decomposition volume methods to Ziegler’s database [41] and their duals. If a polytope did not contain the origin, we centered it so that its dual is defined. Again, we skipped non-full-dimensional polytopes and a few others that did not finish within 30 minutes. Faster timings are shown in bold. When computing volumes of primal polytopes in Ziegler’s database, triangulation is faster more often. But for finding the volume of the dual polytopes there is no clear faster method.

Dimension 5: Primal Polytopes (mostly simplicial)



Dimension 5: Dual Polytopes (mostly simple)

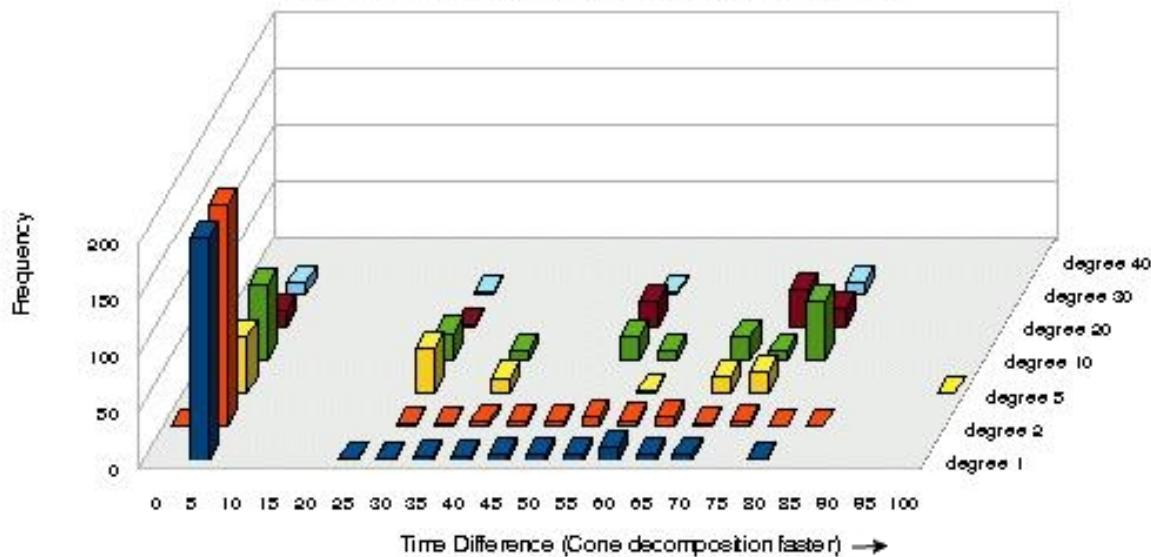
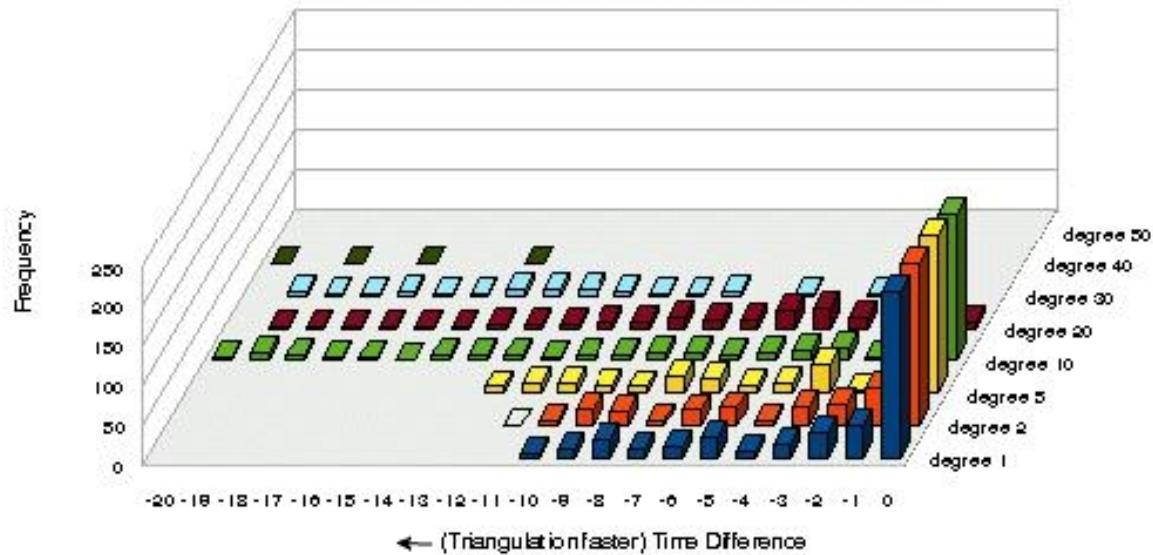


Figure 3: Histogram of the time difference between the triangulation and cone-decomposition methods for integrating over random polytopes in dimension 5

Dimension 6: Primal Polytopes (mostly simplicial)



Dimension 6: Dual Polytopes (mostly simple)

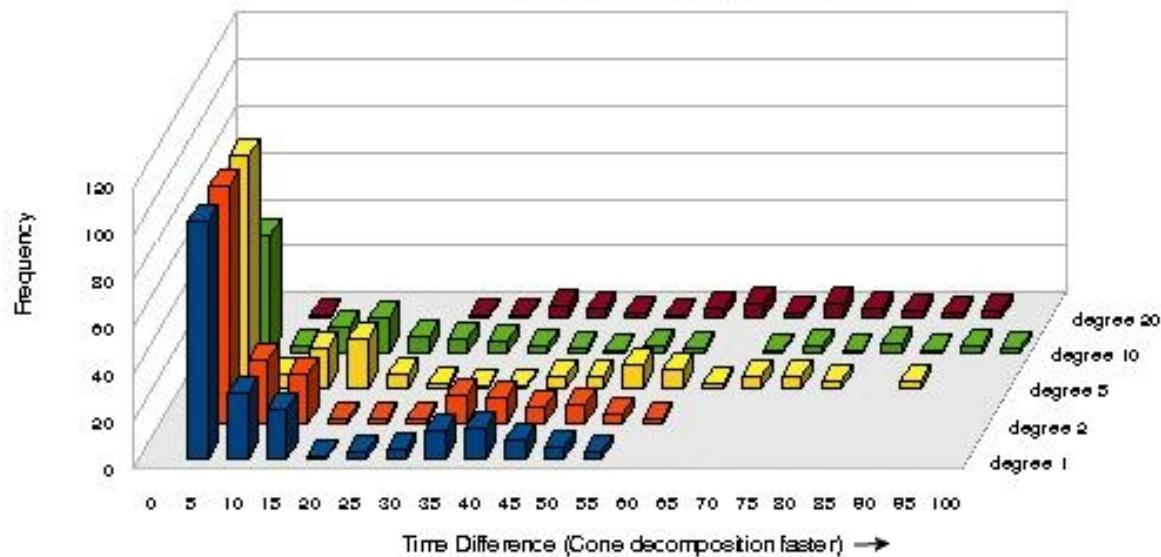
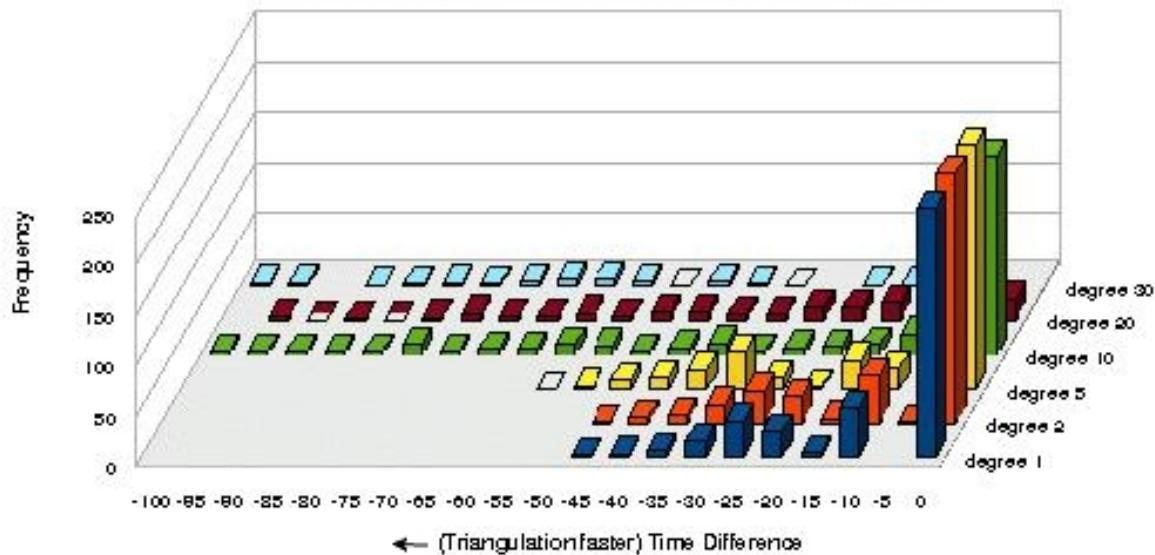


Figure 4: Histogram of the time difference between the triangulation and cone-decomposition methods for integrating over random polytopes in dimension 6

Dimension 7: Primal Polytopes (mostly simplicial)



Dimension 7: Dual Polytopes (mostly simple)

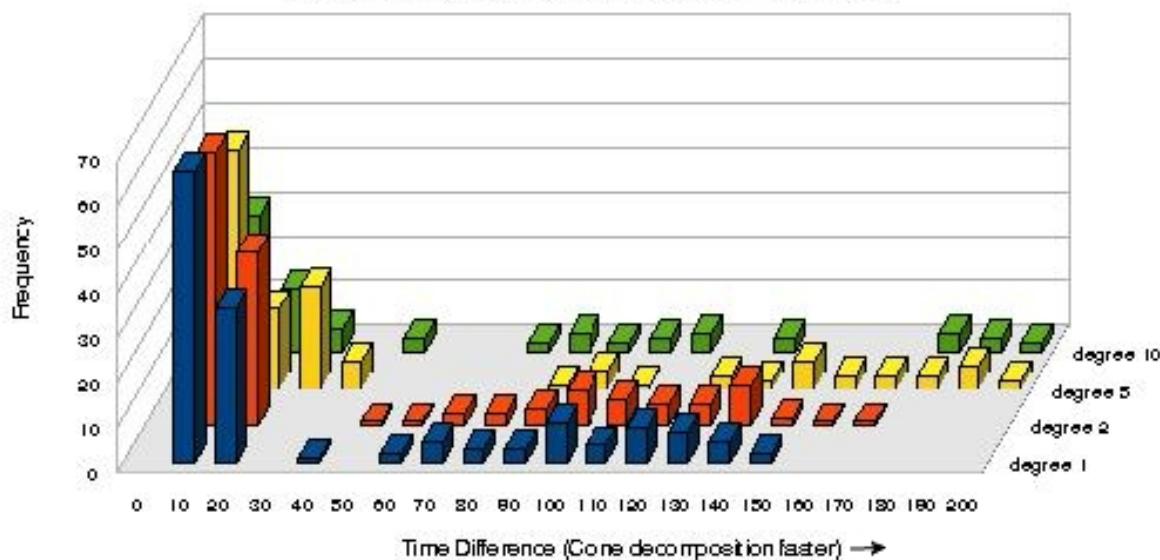
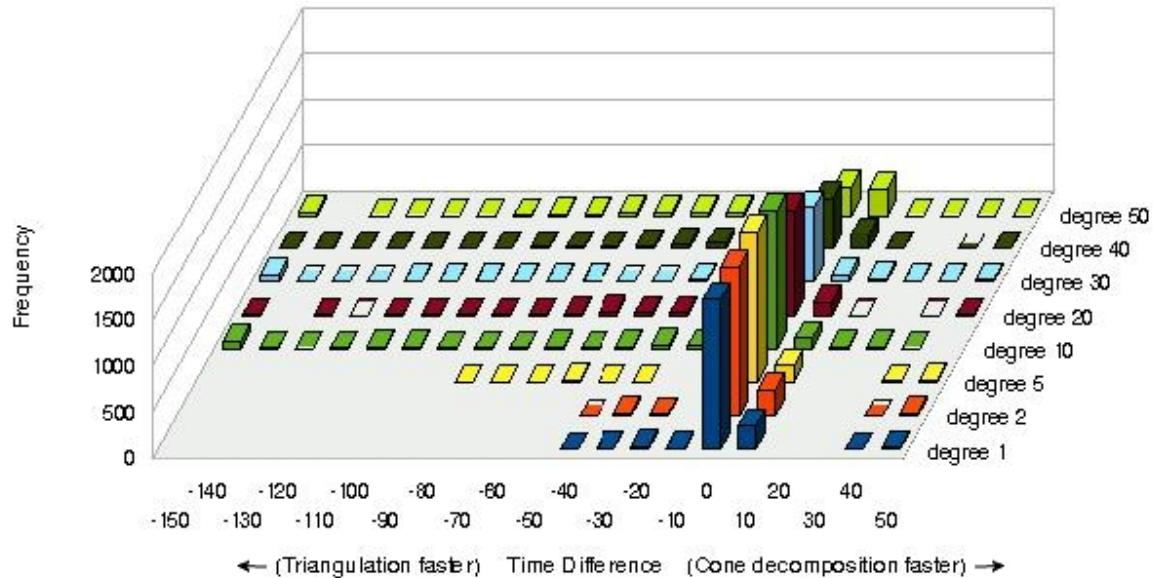


Figure 5: Histogram of the time difference between the triangulation and cone-decomposition methods for integrating over random polytopes in dimension 7

Ziegler's Database: Primal Polytopes



Ziegler's Database: Dual Polytopes

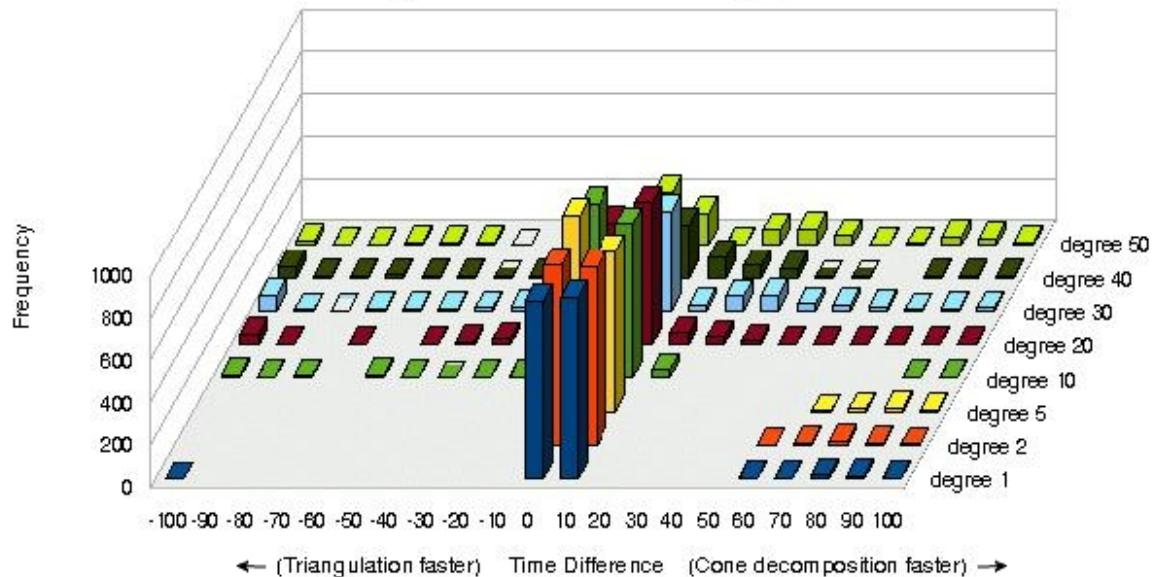


Figure 6: Histogram of the time difference between the triangulation and cone-decomposition methods for integrating over the polytopes in Ziegler's Database

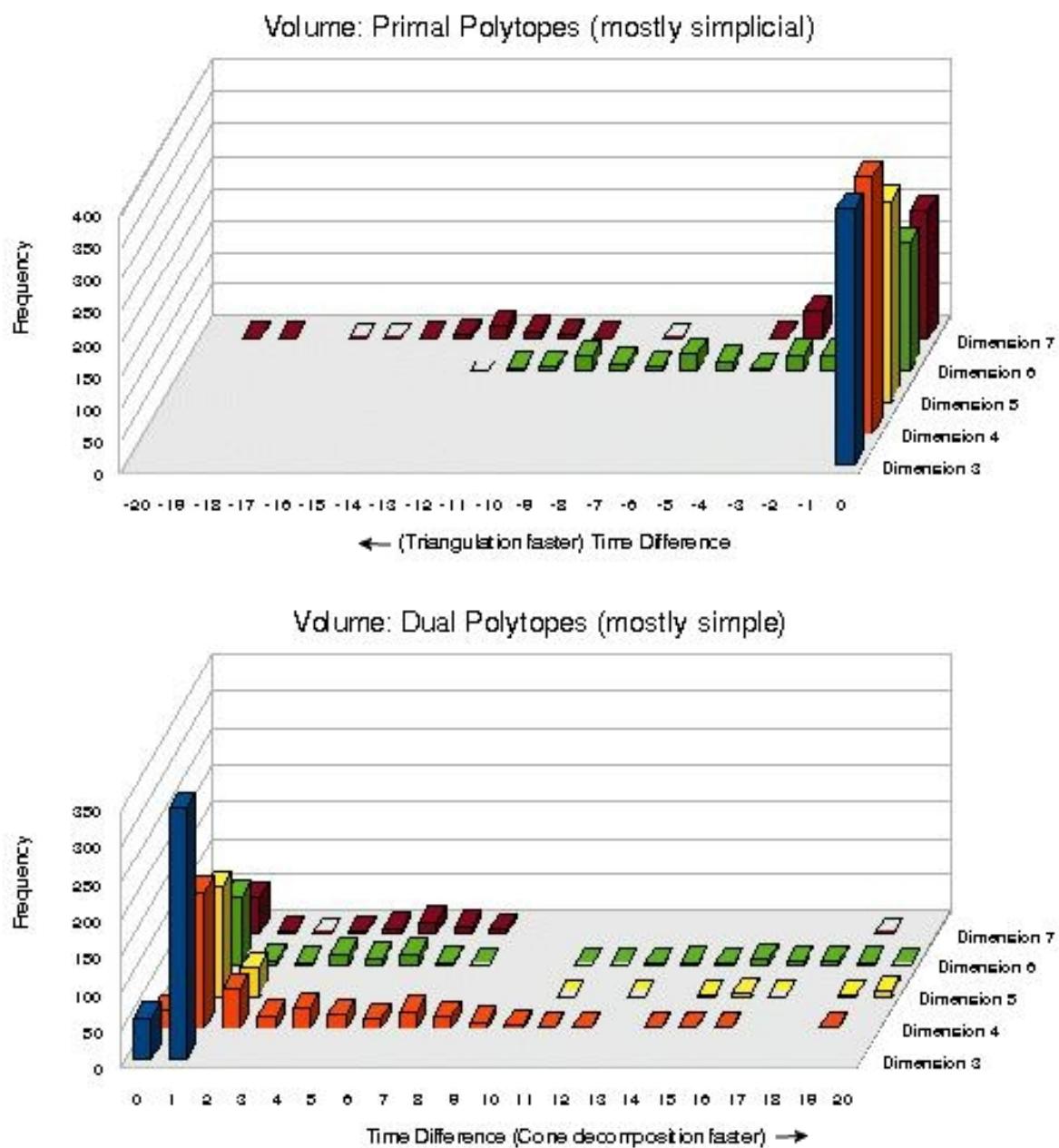


Figure 7: Histogram of the time difference between the triangulation and cone-decomposition methods for finding the volume of random polytopes

Table 4: The triangulation vs. cone-decomposition method for finding volumes in Ziegler's Database: Part I

Polytope	Dim.	Vertices	Primal		Dual	
			Time (sec)		Cone.	Triang.
			Cone.	Triang.		
3simp3simp.vrep.latte	6	44	5.61	6.10	32	1.11 1.15
cyclic_4_8.vrep.latte	4	8	0.09	0.06	20	0.02 0.10
neighborly_4_8.vrep.latte	4	8	0.12	0.03	20	0.03 0.06
SharirCube.vrep.latte	3	8	0.03	0.03	6	0.11 0.02
HC_6-32.vrep.latte	6	32	2.29	2.06	44	3.25 3.22
HC_7-64.vrep.latte	7	64	13.42	75.85	78	61.68 762.12
HC_8-128.vrep.latte	8	128	85.85	—	144	15007.50 —
MJ_16-17.vrep.latte	16	17	2.60	2.48	17	0.07 0.04
OA_5-10.vrep.latte	5	10	0.22	0.08	22	0.18 0.11
OA_5-18.vrep.latte	5	18	0.46	0.32	19	0.34 0.10
OA_5-24.vrep.latte	5	24	0.81	0.58	18	0.22 0.13
OA_6-13.vrep.latte	6	13	0.53	0.20	56	0.52 5.37
OA_7-18.vrep.latte	7	18	3.36	0.82	146	13.96 1827.83
OA_8-25.vrep.latte	8	25	38.55	10.44	524	4116.93 —
OA_9-33.vrep.latte	9	33	—	648.77	1870	— —
AS_6-18.vrep.latte	6	18	1.26	0.52	121	1.40 65.63
BIR3_4-6.vrep.latte	4	6	0.12	0.02	9	0.01 0.01
BIR4_9-24.vrep.latte	9	24	6.26	2.22	16	1.42 0.17
BIR5_16-120.vrep.latte	16	120	—	—	25	— 488.78

Table 5: The triangulation vs. cone-decomposition method for finding volumes in Ziegler's Database: Part II

Polytope	Dim.	Vertices	Primal		Dual		
			Cone.	Triang.	Cone.	Triang.	
CF_10-11.vrep.latte	10	11	0.37	0.33	11	0.03	0.00
CF_4-5.vrep.latte	4	5	0.01	0.02	5	0.02	0.02
CF_5-6.vrep.latte	5	6	0.04	0.03	6	0.00	0.00
CF_6-7.vrep.latte	6	7	0.04	0.05	7	0.01	0.00
CF_7-8.vrep.latte	7	8	0.08	0.09	8	0.02	0.02
CF_8-9.vrep.latte	8	9	0.14	0.13	9	0.02	0.01
CF_9-10.vrep.latte	9	10	0.22	0.20	10	0.01	0.02
CRO_3-6.vrep.latte	3	6	0.04	0.01	8	0.00	0.02
CRO_4-8.vrep.latte	4	8	0.12	0.05	16	0.00	0.03
CRO_5-10.vrep.latte	5	10	0.17	0.10	32	0.01	0.33
CUT3_3-4.vrep.latte	3	4	0.00	0.01	4	0.01	0.01
CUT4_6-8.vrep.latte	6	8	0.16	0.06	16	0.00	0.05
CUT5_10-16.vrep.latte	10	16	2.72	0.94	56	38.38	2046.74
CYC_5-8.vrep.latte	5	8	0.11	0.05	20	0.00	0.10
EG_5-12.vrep.latte	5	12	0.32	0.13	40	0.15	0.79
EQU_5-7a.vrep.latte	5	7	0.06	0.05	10	0.01	0.04
EQU_5-7b.vrep.latte	5	7	0.09	0.05	10	0.01	0.00
HAM_8-16.vrep.latte	8	16	1.57	0.60	256	0.15	—
HC_3-4.vrep.latte	3	4	0.03	0.00	4	0	0
HC_4-8.vrep.latte	4	8	0.15	0.05	16	0.02	0.04
HC_5-16.vrep.latte	5	16	0.48	0.24	26	0.32	0.25
CNG_5-6a.vrep.latte	5	6	0.04	0.03	6	0.02	0.01
MJ_32-33.vrep.latte	32	33	82.90	83.86	33	1.44	0.14
CNG_5-6b.vrep.latte	5	6	0.02	0.03	6	0.01	0.02

4.4. Comparison to other software

There are two general classes of algorithms for finding volumes and integrals over polytopes: numerical and exact. Numerical algorithms approximate the valuation on the polytope and involve error bounds, whereas exact algorithms do not contain a theoretical error term. However, exact algorithms may contain errors when they use finite digit integers or use floating-point arithmetic. In order to sidestep this problem, `LattE integrale` uses NTL's arbitrary length integer and rational arithmetic [43] compiled with the GNU Multiple Precision Arithmetic Library [44]. The obvious downside to exact arithmetic is speed, but this cost is necessary to obtain exact answers. In this section, we compare our exact algorithms with other software tools and algorithms that use numerical algorithms or non-exact arithmetic.

`Vinci` contains different algorithms for finding polytope volumes and in fact implemented the same decompositions we used in our software (see [16]). We tested against `Vinci` 1.0.5, and Table 6 compares `LattE`'s cone decomposition method with `Vinci`'s fastest method HOT (Hybrid Orthonormalisation Technique). We ran `LattE`'s cone decomposition method starting from the h-representation. Because the HOT method requires both an h- and v-representation of the polytope, we also report the time used by CDD [26] to convert an h-representation to a v-representation. We also break down time spent in `LattE` for finding the vertices, finding the rays at each vertex, triangulation, and the time spent in the main cone decomposition integration method.

It is clear that the HOT method is faster and usually accurate when applied on the `Vinci` database (these polytopes are available from [16]), but because of non-exact arithmetic, it can give incorrect results. In fact we found that `Vinci`'s cone decomposition method contained a bug: `Vinci`'s cone decomposition method found the correct volumes for the cubes and random-hyperplane polytopes, but reported incorrect or negative volumes for most polytopes in the `Vinci` database. We also explored how well `Vinci` can compute volumes of polytopes where each vertex contains small and large positive numbers. In Table 7, we tested the accuracy of `Vinci`'s HOT method on cyclic polytopes. We constructed these d -dimensional polytopes by taking the convex hull of $k + d$ points $(t, t^2, t^3, \dots, t^d) \in \mathbb{Z}^d$ for $t = 5, 6, \dots, 5 + k + d - 1$. For very small dimensions, the HOT method does well, but gives incorrect or zero volumes already in dimension six.

Another comparison we made was to the paper [3], where it is claimed that exact volumes are computed by integration. The authors report seven volumes for different polytopes. `LattE integrale`'s triangulation and cone decomposition method agrees with their calculations except in the last case. For P_7 the correct volume is $1/622080 \approx 1.607510 \times 10^{-6}$ but they calculate 1.56439×10^{-6} . Presumably, because of non-exact arithmetic, their answer has only one digit of accuracy.

4.5. Numerical methods

M. Korenblit and E. Shmerling present a numerical integration algorithm in [39] which is based on a special decomposition of the integral into regions that have well-defined upper and lower limits of integration that, on an ordering of the variables, x_1, x_2, \dots, x_d , x_i is expressed only in terms of x_1, \dots, x_{i-1} . It is known that achieving such a decomposition

Table 6: Time breakdown between **LattE integrale**'s cone-decomposition and **Vinci**'s HOT method with CDD

Polytope	Vinci		LattE			
	HOT	Cddlib	Vertices	Rays	Triang.	Cone.
cube-9	0.03	0.08	0.02 ¹	0.06	0.02	0.02
cube-10	0.11	0.18	0.04 ¹	0.15	0.02	0.06
cube-14	141.65	7.99	1.24 ¹	4.67	0.69	1.26
rh-8-20	0.13	0.89	0.11 ¹	0.49	0.04	7.00
rh-8-25	0.43	2.63	0.32 ¹	1.14	0.14	80.25
rh-10-20	0.96	2.21	0.25 ¹	1.80	0.14	98.26
rh-10-25	5.71	12.49	1.07 ¹	8.80	0.44	3989.25
CC ₈ (9)	0.04	0.22	0.07 ¹	0.12	0.39	0.40
CC ₈ (10)	0.08	0.52	0.16 ¹	0.22	0.97	0.88
CC ₈ (11)	0.18	1.18	0.03 ¹	0.42	1.84	1.76
ccp 5	0.00	0.07	0.09 ²	0.00	0.10	0.09
cross 8	0.00	0.39	0.50 ²	0.00	0.06	0.04
cross 9	0.00	1.57	2.15 ²	0.00	0.12	0.11
rv-8-10	0.00	0.08	0.00 ¹	0.03	0.02	0.00
rv-8-11	0.00	1.99	0.08 ¹	0.23	0.03	0.01
rv-10-12	0.00	0.12	0.02 ¹	0.09	0.04	0.01
rv-10-14	0.00	1061.49	29.50 ¹	64.96	0.10	0.07

¹ Computed with **4ti2**.

² Computed with **Cddlib**.

Table 7: Comparison between `LattE integrale` and `Vinci` on finding the volume of cyclic polytopes

Dim.	Tool	k			
		1	2	3	4
2	<code>LattE</code> 1		4	10	20
	<code>Vinci</code> 1		4	10	20
3	<code>LattE</code> 2		16	70	224
	<code>Vinci</code> 1.999999999988	15.999999999999	69.999999999991	224.00000000006	587.9999999986
4	<code>LattE</code> 12		192	1512	8064
	<code>Vinci</code> 11.99999993201	191.9999999913	1511.999999999	8063.999999892	33263.99999989
5	<code>LattE</code> 288		9216	133056	1216512
	<code>Vinci</code> 287.9996545868	9216.000252236	133055.9883262	1216511.998301	8154431.872519
6	<code>LattE</code> 34560		2211840	59304960	948879360
	<code>Vinci</code> 34561.951223	1935359.822684	58060819.63341	885910920.3761	10336274212.34
7	<code>LattE</code> 24883200		3185049600	160123392000	4554620928000
	<code>Vinci</code> 25744201.0524	0	0	0	0

is equivalent to the so-called Fourier–Motzkin elimination procedure [45] and as such it is of exponential complexity. The paper [39] gives an application to finding the probability a random-coefficient polynomial has one or two real roots in the interval $[-1, 1]$. To do this, they use their software to find the volume of a polytope. They calculate 2.79167; however, we verified that the correct volume is $31/12 = 2.58\bar{3}$ which gives their method one digit of accuracy.

A more interesting comparison is to `CUBPACK`, a Fortran 90 library which estimates the integral of a function (or vector of functions) over a collection of d -dimensional hyperrectangles and simplices [38]. This comparison is very interesting because `CUBPACK` uses an adaptive grid to seek better performance and accuracy. All integration tests with `CUBPACK` in dimension d were done with a product of linear forms with a constant term over a random d -dimensional simplex where the absolute value of any coordinate in any vertex does not exceed 10. For example, we integrated a product of inhomogeneous linear forms such as $(\frac{1}{5} + 2x - \frac{37}{100}y)(2 - 5x)$ over the simplex with vertices $(10, 0), (9, 9), (1, 1)$. In Table 8, `LattE` was run 100 times to get the average running time, while `CUBPACK` was run 1000 times due to variance. Both the dimension and number of linear forms multiplied to construct the integrand were varied.

As shown in Table 8, `LattE integrale` tends to take less time, especially when the number of forms and dimension increases. The table does not show the high variance that `CUBPACK` has in its run times. For example, the 5-dimensional test case with 6 linear forms had a maximum running time of 2874.48 seconds, while the minimum running time was 0.05 seconds on a different random simplex. This contrasted starkly with `LattE integrale`,

Table 8: Average Time for `LattE integrale` and CUBPACK for integrating products of inhomogeneous linear forms over simplices.

d	Tool	Number of linear factors									
		1	2	3	4	5	6	7	8	9	10
2	LattE	0.0001	0.0002	0.0005	0.0008	0.0009	0.0019	0.0038	0.0048	0.0058	0.0089
	CUBPACK	0.0027	0.0014	0.0016	0.0022	0.0064	0.0052	0.0014	0.0002	0.0026	0.0213
3	LattE	0.0002	0.0005	0.0009	0.0016	0.0043	0.0073	0.0144	0.0266	0.0453	0.0748
	CUBPACK	0.0134	0.0145	0.0018	0.0054	0.0234	0.0219	0.0445	0.0699	0.1170	0.2420
4	LattE	0.0003	0.0012	0.0018	0.0044	0.0121	0.0274	0.0569	0.1094	0.2247	0.4171
	CUBPACK	0.0042	0.0134	0.0028	0.0019	0.0076	0.5788	4.7837	4.3778	22.3530	54.3878
5	LattE	0.0005	0.0008	0.0048	0.0108	0.0305	0.0780	0.0800	—	—	—
	CUBPACK	0.0013	0.0145	0.0048	0.0217	0.0027	37.0252	128.2242	—	—	—

Table 9: CUBPACK scaling with increased relative accuracy. “Relative Error” is a user-specified parameter of CUBPACK; “Expected Error” is an estimate of the absolute error, produced by CUBPACK’s error estimators. Finally, the “Actual Error” is the difference of CUBPACK’s result to the exact integral computed with `LattE integrale`.

Relative Error	Result	Expected Error	Actual Error	# Evaluations	Time (s)
10^{-2}	1260422511.762	9185366.414	94536.015	4467	0.00
10^{-3}	1260507955.807	1173478.333	9091.974	9820	0.01
10^{-4}	1260516650.281	123541.490	397.496	34411	0.04
10^{-5}	1260517042.311	12588.455	5.466	104330	0.10
10^{-6}	1260517047.653	1257.553	0.124	357917	0.31
10^{-7}	1260517047.691	126.042	0.086	1344826	1.16
10^{-8}	1260517047.775	12.601	0.002	4707078	4.15
10^{-9}	1260517047.777	1.260	$< 10^{-3}$	16224509	14.09
10^{-10}	1260517047.777	0.126	$< 10^{-3}$	55598639	48.73

which had every test be within 0.01 (the minimum time discrepancy recognized by its timer) of every other test case.

CUBPACK differs from `LattE integrale` in that since it is based on numerical approximations, one can ask for different levels of precision. Table 9 illustrates how CUBPACK scales with requested precision on a single, 4-dimensional, 10 linear form test case. It seems that CUBPACK scales linearly with the inverse of the requested precision—10 times the precision requires about 3 times the work. All reported tests were done by expanding the multiplication of linear forms, and coding a Fortran 90 function to read in the resulting polynomial and evaluate it for specific points.

5. One application: Voting theory

Computation of integrals of polynomials over polyhedral regions is fundamental for many applications, including combinatorics, probability and statistics. In this last section

we wish to demonstrate the power of `LattE integral` by attacking problems arising in the social sciences. In the mathematical theory of voting it was observed that the probability of events that can lead to singular election outcomes can be modeled as the number of lattice points inside a polytope divided by the number of lattice points of a simplex (see [46] and the references therein). Note that both the polytope and the simplex dilate proportional to the number n of voters. It is very well-known from the theory of Ehrhart functions that the counting functions are quasipolynomials (polynomials with periodic coefficients) that depend on n [22]. Thus when the quotient is evaluated the answer is asymptotically equal to the quotient of the leading coefficients of the two Ehrhart quasipolynomials involved.

To illustrate this, consider the following example from [46]: There are three candidates a, b and c , and let the preference orders of the $n = \sum_{i=1}^6 n_i$ voters be

$$abc(n_1), acb(n_2), bac(n_3), bca(n_4), cab(n_5), cba(n_6).$$

Here, there are n_1 voters who rank candidate a as first, b second, and c third, n_2 voters who rank b first, a second, c third, etc. Under simple plurality voting, the candidate with the most votes wins. But in a plurality runoff system, if no candidate wins more than 50% of the vote, the two candidates with the highest vote count advance to a second voting round. In [46], the authors compute the probability that the simple plurality and plurality runoff systems give different winners. This requires setting up a system of equations that describes the situation that a wins by plurality but, using plurality runoff b obtains higher score than c and a majority of voters then prefer b to a .

$$\begin{aligned} 0 &< n_1 + n_2 - n_3 - n_4 \\ 0 &< n_3 + n_4 - n_5 - n_6, \\ -\frac{1}{2} &< -n_1 - n_2 - n_5, \\ 1 &= n_1 + n_2 + n_3 + n_4 + n_5 + n_6, \\ 0 &\leq n_i, \quad i = 1, \dots, 6. \end{aligned}$$

This is done by computing the Ehrhart quasi-polynomial of the above polyhedron and dividing by the Ehrhart quasipolynomial of the simplex $\{(n_1, n_2, \dots, n_6) : n_1 + n_2 + \dots + n_6 = 1, n_i \geq 0\}$ (which is the space of all possible voting possibilities assuming that all 6 rankings of three candidates are equally likely). All must be multiplied by 6 because the plurality winner may be a, b or c and the second position could be c not just b . As the authors observed, asymptotically, the leading coefficients of these two quasipolynomials is all that matter. In the concluding remarks the authors then posed the challenge of pushing the limit of such calculations for four-candidate elections which they observed is too big for their calculations.

However, we have observed their calculation can be further simplified and accelerated because it is very well-known (see [22]) that the leading coefficient of the quasipolynomial

is always equal to the volume of the polytope with $n = 1$, thus one can directly perform the calculation of the volume (the volume of the simplex is well-known) and do a quotient of two numbers. The key step in finding the probabilities requires only finding the volume directly. Our algorithm corroborates that for the previous example the volume is $\frac{71}{414720}$, and when multiplied by 6×120 gives the probability these two voting systems give different winners for a large population: 12.33%.

Using our code for exact integration we tackled the same problem for four candidates. In this case we have 24 variables associated to the orderings

$$abcd(n_1), abdc(n_2), acbd(n_3), acdb(n_4), adbc(n_5), adcb(n_6)$$

$$bacd(n_7), badc(n_8), bcad(n_9), bcda(n_{10}), bdac(n_{11}), bdca(n_{12})$$

$$cabd(n_{13}), cadb(n_{14}), cbad(n_{15}), cbda(n_{16}), cdab(n_{17}), cdba(n_{18})$$

$$dabc(n_{19}), dacb(n_{20}), dbac(n_{21}), dbca(n_{22}), dcab(n_{23}), dcba(n_{24})$$

The equations and inequalities associated to the problem codify the following facts: The sum of all variables n_i must be equal to the total number of voters. We have four inequalities expressing that when a is the plurality winner, b obtained a score higher than c , and c obtained a score higher than d , thus

$$n_1 + n_2 + n_3 + n_4 + n_5 + n_6 > n_7 + n_8 + n_9 + n_{10} + n_{11} + n_{12},$$

$$n_7 + n_8 + n_9 + n_{10} + n_{11} + n_{12} > n_{13} + n_{14} + n_{15} + n_{16} + n_{17} + n_{18},$$

$$n_{13} + n_{14} + n_{15} + n_{16} + n_{17} + n_{18} > n_{19} + n_{20} + n_{21} + n_{22} + n_{23} + n_{24}.$$

These inequalities assume that the order was $a > b > c > d$ but the answer we get should be multiplied by $4! = 24$ to take into account other possible orders. Finally, we have to express the fact that but a majority of voters prefer b over a and that a did not achieve more than 50 percent of the vote ($n_1 + n_2 + n_3 + n_4 + n_5 + n_6 < n/2$). The volume of this polytope when $n = 1$ is

$$\frac{2988379676768359}{7552997065814637134660504411827077120000}.$$

The probability is then the volume times $4!$ divided by the volume of the simplex

$$\{(n_1, n_2, \dots, n_{24}) : \sum_i n_i = 1, n_i \geq 0\},$$

which equals $\frac{1}{23!}$. After a minute of computation using the cone decomposition method, we obtain the probability is 12.27%.

We can continue the example by considering the same problem for five candidates. The five-candidate polytope has $5! = 120$ variables. However, after LRS [25] enumerated over 12.5 million vertices, we terminated the program and decided the polytope is beyond our limits. We close by mentioning that after the first version of this paper was made available other authors proposed new ideas to compute these values using symmetries of the problem. See [47].

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